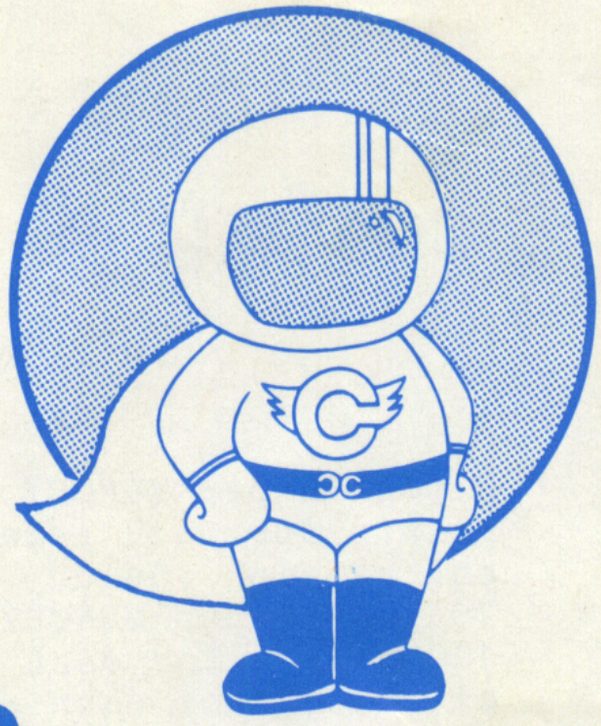


Captain Cosmo

You are CAPTAIN COSMO, hero of the universe, ridding the universe of the dreaded MUNCHIES. Move your joystick to fly and walk, as you maneuver your way around the landscape. Press the trigger to fire your SOMANIZER RAY, which temporarily tranquilizes the MUNCHIES (the yellow guys), then swoop down and pick them up (the green guys), and carry them to the ZOO. Don't touch the yellow munchies though or you will perish. Watch out for SPACEY STACEY and DEVIOUS DAN also, as they will bring you added peril. Each game begins with 4 men. Every forth level an extra man is awarded (up to 50).

the Somanizer Ray

CAPTAIN COSMO possesses the SOMANIZER RAY. With this SOMANIZER RAY, he "zapps" the MUNCHIES to tranquilize them which turns them to green colored MUNCHIES. He also "zapps" SPACEY STACEY to repel her. The SOMANIZER will only fire when COSMO is not touching anything. CAPTAIN COSMO may not fire when he is in front of the ZOO. To fire once, press the button once. To fire continuously, hold the button down.

Required Equipment

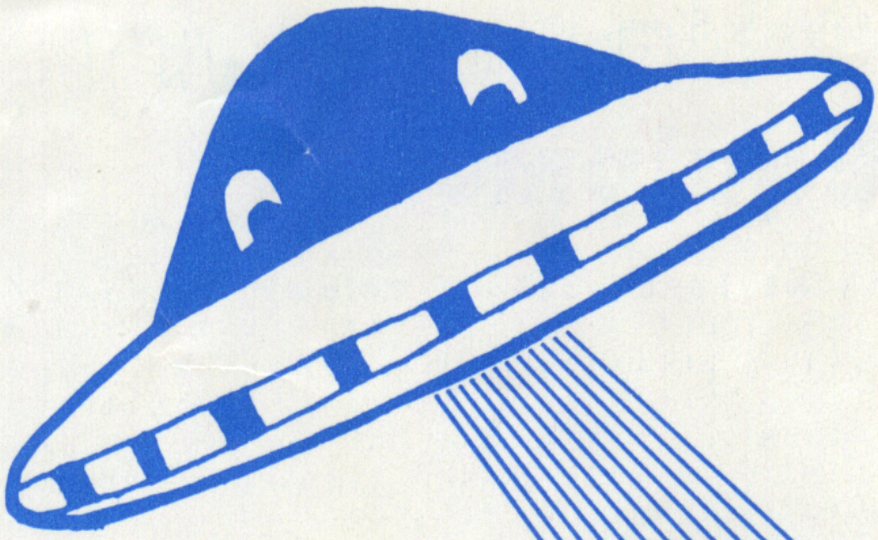
1) ATARI 400/800 with at least 32K of memory
1) Disk Drive
1-4) Joysticks

Loading Instructions

1. Turn on the TV.
2. Turn on Disk Drive
3. Place Diskette in Disk Drive
4. Turn on Computer
5. Plug in Joystick Controller
6. Press "START" key to play
7. Move Joystick to start each game level.

Controls

Press OPTION key to change skill level.
Press SELECT key to change number of players.
Press START key to play.
Press RESET key to reset game.
Press SPACE BAR to pause between play.



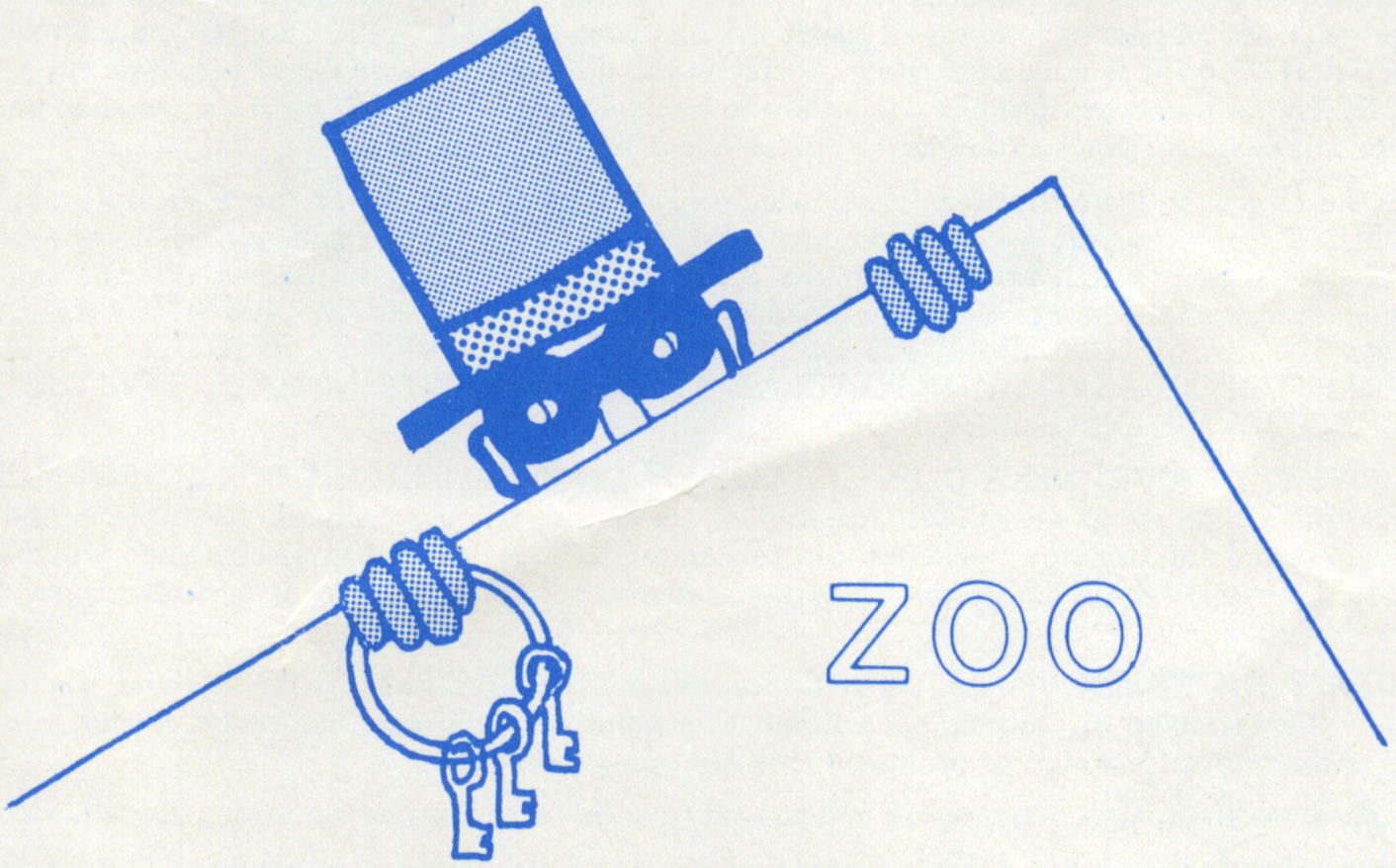
zap!

Spacey Stacey

SPACEY STACEY is a flying saucer that beams up the MUNCHIES from the ZOO; by doing this, she will take away the bonus points. If SPACEY STACEY touches CAPTAIN COSMO, COSMO goes bye bye too.

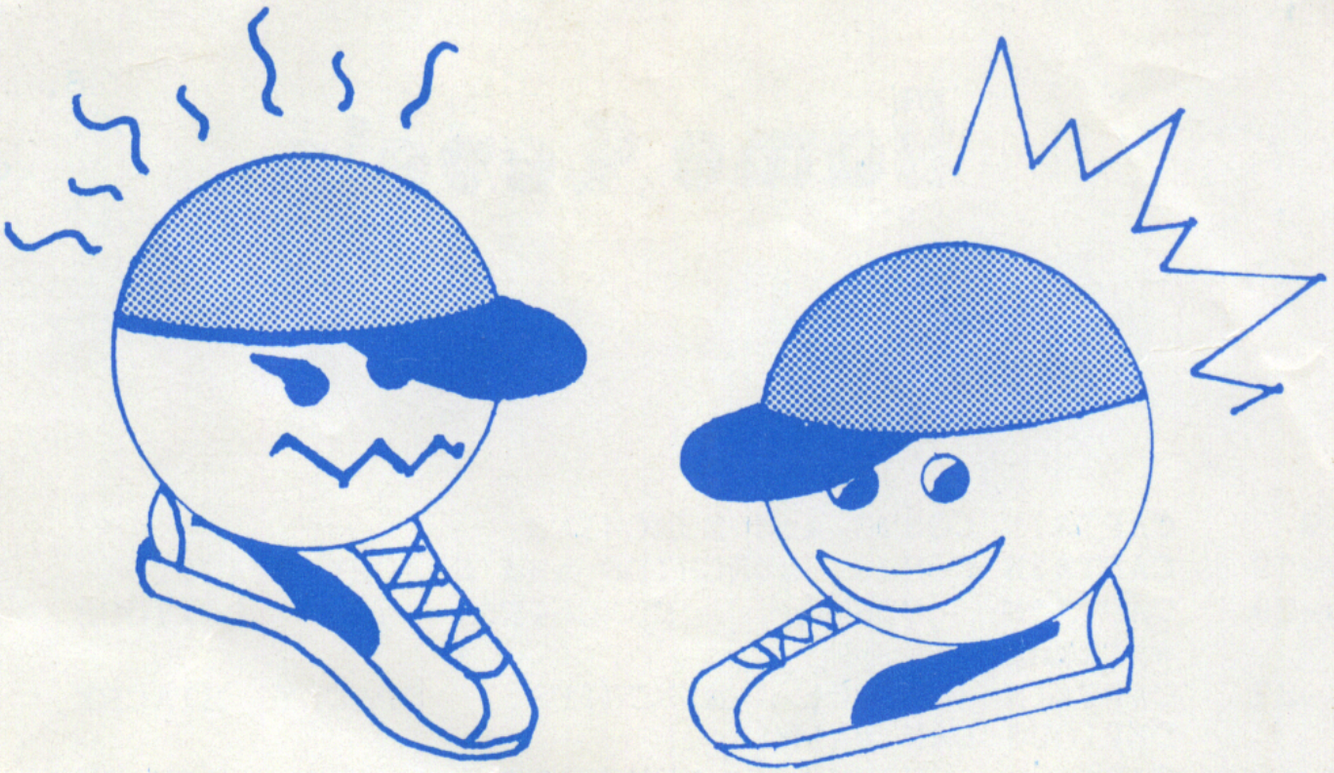
the Zoo

The ZOO is where CAPTAIN COSMO puts all of the MUNCHIES. He puts them in by touching them to any side of the ZOO. The ZOO holds up to twelve MUNCHIES. The ZOO is a safety zone where no harm can come to CAPTAIN COSMO, but he cannot use his SOMANIZER RAY there.



Devious Dan

DEVIOUS DAN is CAPTAIN COSMO's arch enemy. According to skill level he can walk, fly, and fire. When he touches any part of the ZOO he lets out one MUNCHY. If he hits a MUNCHY with his ray the MUNCHY becomes deSOMANIZED. His ray has no affect on CAPTAIN COSMO. CAPTIAN COSMO can pick him up and carry him.



the Munchies

The MUNCHIES are the funny looking yellow and green guys jumping around the landscape. Your mission, if you choose to accept it, is to tranquilize them (turn them green by shooting them), capture them, and then put them into the zoo. When they're yellow watch out, because if they touch you it's goodbye COSMO. If they're green that means they've been tranquilized by the SOMANIZER RAY or in other words it's okay to grab them. If they're flashing it means the SOMANIZER RAY is wearing off. If you are carrying a MUNCHY, and you want to release it, just press the trigger.

Scoring

1-9	5 points per MUNCHY when placed in the ZOO plus 50 points for each remaining MUNCHY in the ZOO at the end of each round.
10-19	10 points per MUNCHY when placed in the ZOO plus 100 points for each remaining MUNCHY in the ZOO at the end of each round.
20-29	15 points per MUNCHY when placed in the ZOO plus 150 points for each remaining MUNCHY in the ZOO at the end of each round.
30-39	20 points per MUNCHY when placed in the ZOO plus 200 points for each remaining MUNCHY in the ZOO at the end of each round.
40-49	25 points per MUNCHY when placed in the ZOO plus 250 points for each remaining MUNCHY in the ZOO at the end of each round.
50-59	30 points per MUNCHY when placed in the ZOO plus 300 points for each remaining MUNCHY in the ZOO at the end of each round.
60-69	35 points per MUNCHY when placed in the ZOO plus 350 points for each remaining MUNCHY in the ZOO at the end of each round.
70-79	40 points per MUNCHY when placed in the ZOO plus 400 points for each remaining MUNCHY in the ZOO at the end of each round.
80-89	45 points per MUNCHY when placed in the ZOO plus 450 points for each remaining MUNCHY in the ZOO at the end of each round.
90-99	50 points per MUNCHY when placed in the ZOO plus 500 points for each remaining MUNCHY in the ZOO at the end of each round.

Game Levels

1-9	CAPTAIN COSMO and MUNCHIES
10-19	CAPTAIN COSMO, MUNCHIES and SPACEY STACEY
20-29	CAPTAIN COSMO, MUNCHIES and DEVIOUS DAN walking.
30-39	CAPTAIN COSMO, MUNCHIES, SPACEY STACEY, and DEVIOUS DAN walking.
40-49	CAPTAIN COSMO, MUNCHIES, and DEVIOUS DAN walking and firing.
50-59	CAPTAIN COSMO, MUNCHIES, SPACEY STACEY, and DEVIOUS DAN walking and firing.
60-69	CAPTAIN COSMO, MUNCHIES, DEVIOUS DAN flying.
70-79	CAPTAIN COSMO, MUNCHIES, SPACEY STACEY, and DEVIOUS DAN flying
80-89	CAPTAIN COSMO, MUNCHIES, DEVIOUS DAN flying and firing.
90-99	CAPTAIN COSMO, MUNCHIES, SPACEY STACEY and DEVIOUS DAN flying and firing.

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